NES-OC-USA★

StarTropics™

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Thank you for selecting the Nintendo Entertainment System® StarTropics™ Game Pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new game. Then save this booklet for future reference.

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PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.
6) **Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.**

Note: In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

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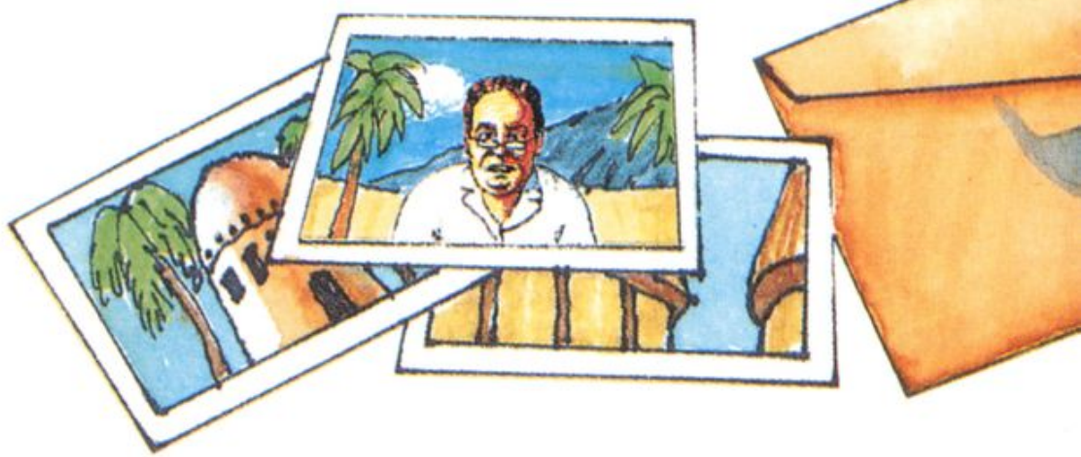
The Story

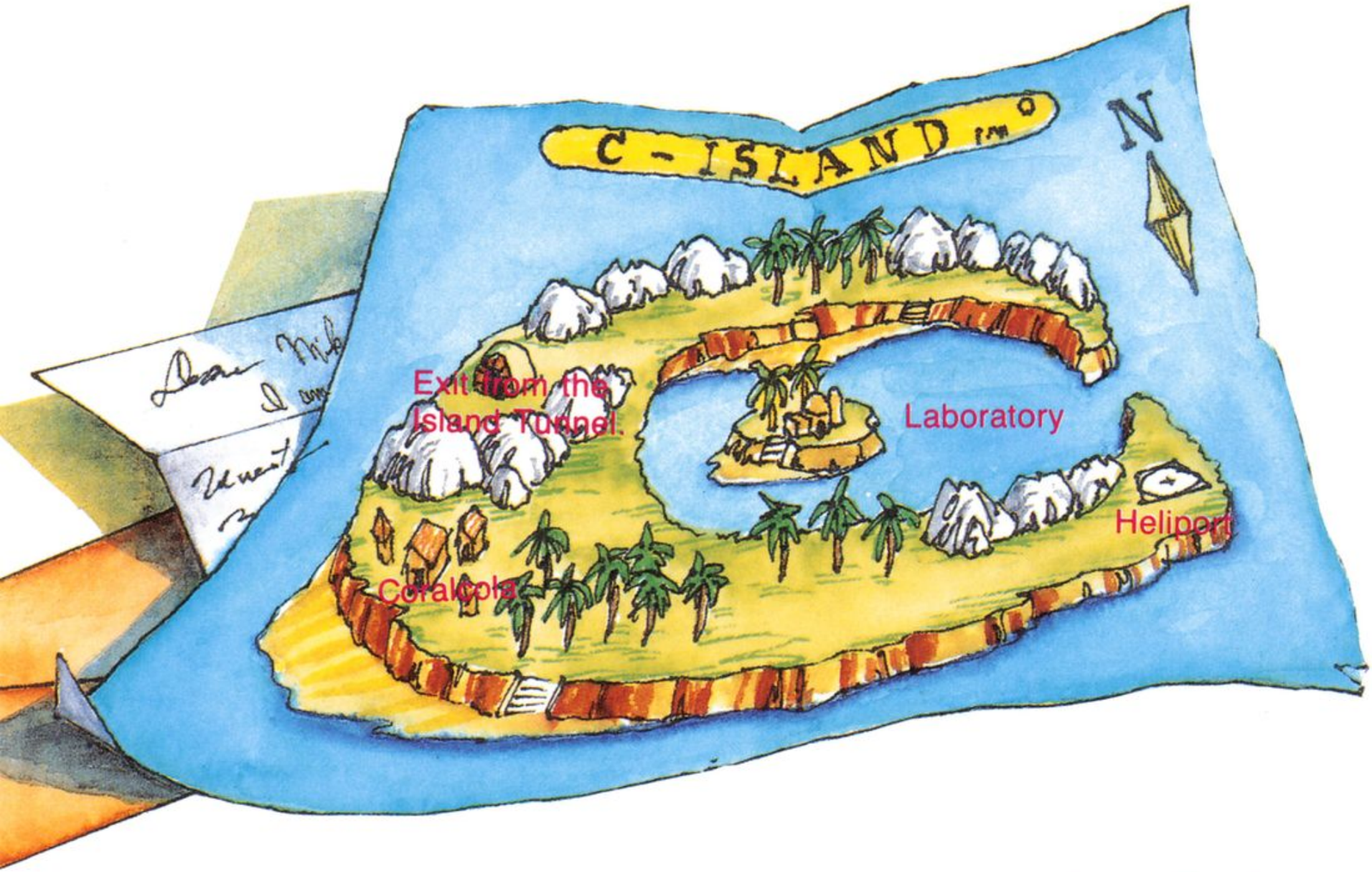
Hi. My name is Michael Jones, but my friends call me Mike. I'm fifteen years old and I live in Seattle Washington.

Have you heard of my Uncle Steve? Well, most people don't call him that, they call him Dr. Jones. He is a very famous archeologist who is looking for some lost ruins in the Coral Sea. I've never actually met him, but last week I received a letter from him inviting me to stay with him at his laboratory on C-Island.

I leave tomorrow on a helicopter! I bet I won't be able to sleep at all tonight. Well, goodnight.



The Map of C-Island



*Please read the letter from Dr. Jones appended to this booklet.

Today I landed on C-Island after a long helicopter ride.
The people are very friendly, and they all seem to know my uncle.

At Coralcola

I sure like this village, but I haven't been able to find my uncle anywhere and no one here seems to know where he is either.

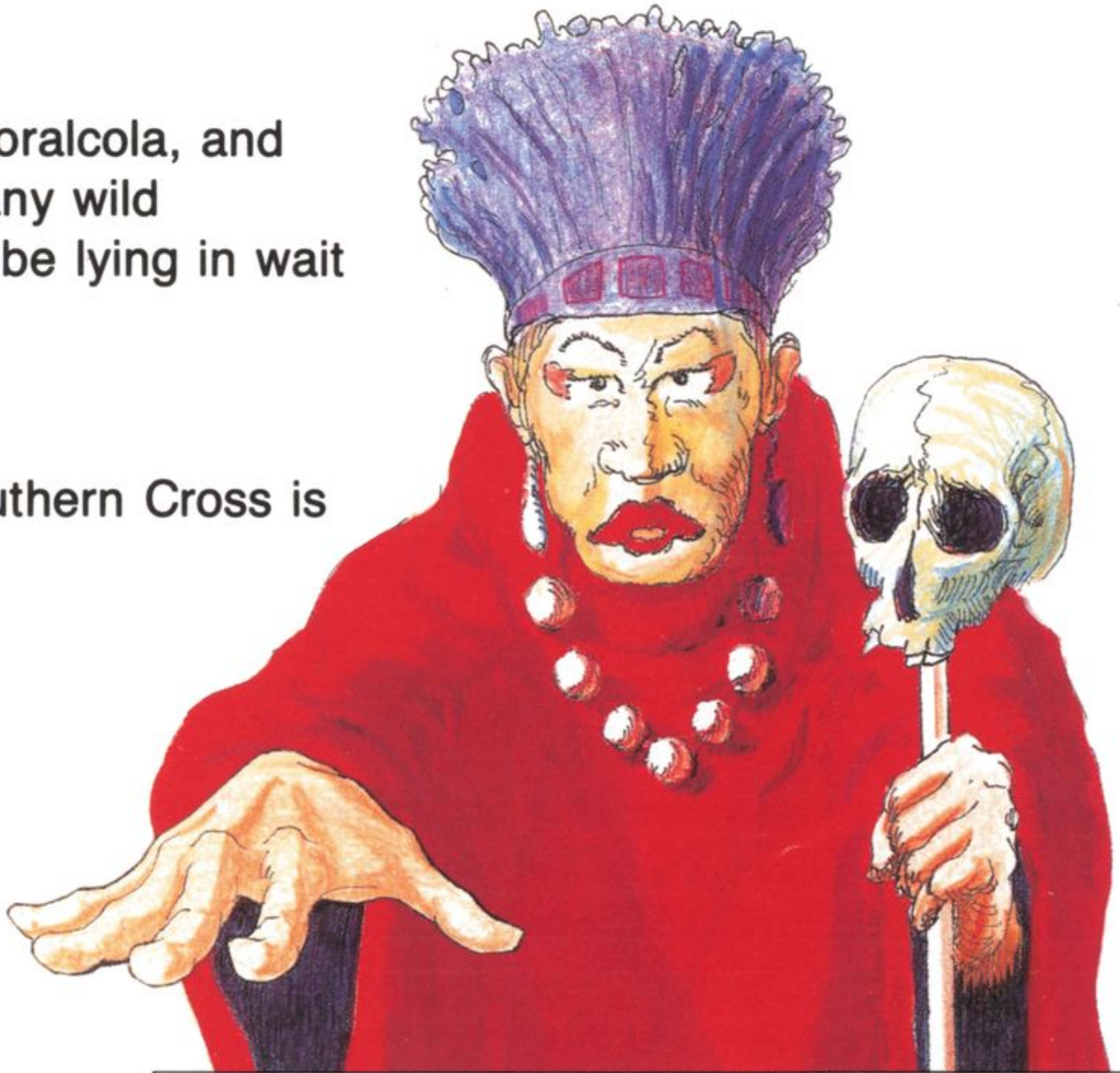
Hi Mike!
I'm Chief Coralcola, a close friend of your uncle's.

Listen! Try not too be upset...
Your uncle, Dr. Jones...
has been... abducted!!

Mike, you are the best hope of rescuing Dr. Jones.

I'm the Shaman of Coralcola, and the Chief's sister. Many wild monsters are said to be lying in wait in the dark below.

But remember!
The magic of the Southern Cross is always on your side.



Look for the Southern Cross in the sky above to help you find your way.
Good luck!

How to Start the Game

•Press any button during the Title screen to enter the Menu mode.

Menu mode

■ Creating your own Mike

To start a new game, you create Mike by first registering your player name.

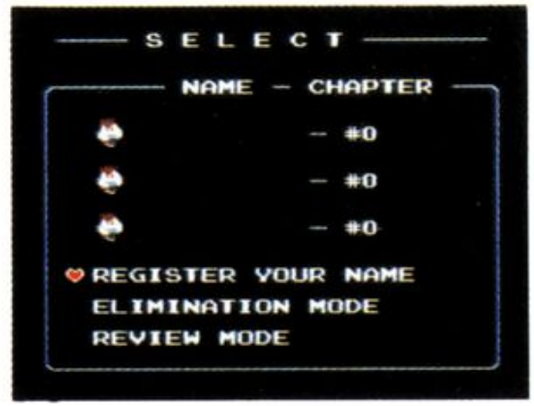
•At the Menu mode, use the SELECT button to choose REGISTER YOUR NAME and press START to enter the Register mode.

•Use the Control Pad to choose a letter and press the A button to print.
When you finish registering your name, select END and press START to return to the Menu mode.

Register mode

■ Starting the game

- At the Menu mode, use the SELECT button to choose your Mike and press START to begin the game.



Menu mode

■ Erasing an old Mike

- At the Menu mode, select the ELIMINATION MODE and press START.
- At the Elimination mode, select the Mike you want to erase and press START.

Elimination mode

■ Reviewing the previous chapter

You can replay the game from the beginning of the chapter you have experienced.

- At the Menu mode, select the REVIEW MODE and press START.
- At the Review mode, select the Mike you want to review and decide the chapter using the Control Pad. And press START to begin the game.

Review mode

The Review Mode does not affect game data you have previously saved. However, anything you gain in while in the review mode will not be saved.

*True Gamemasters always try the review mode, just to be certain that they haven't missed any important clues.

■ Quitting the game

Your game data is saved automatically, so you may turn the power off or reset any time you like, except when the following message is being displayed on your screen:

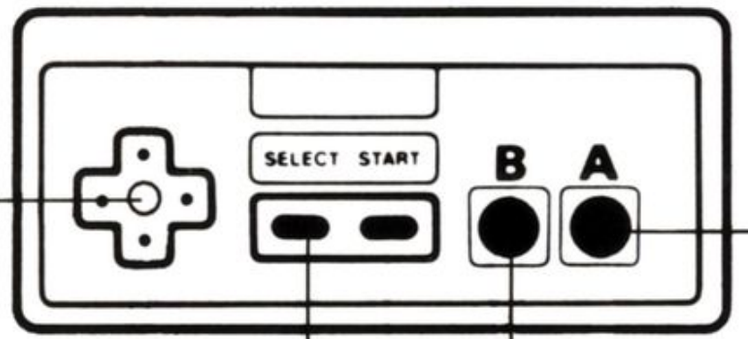
NOW SAVING YOUR DATA...
REFRAIN FROM TURNING POWER OFF
OR RESETTING!

A battery is used to retain the player's game data for five years. However, depending on the conditions under which the Game Pak is kept (such as exposure to high temperatures, etc.), the life of the battery may be shortened.

How to Play the Game

StarTropics consists of two different phases: the Travel Stage and the Battle Stage.

■ During the Travel Stage

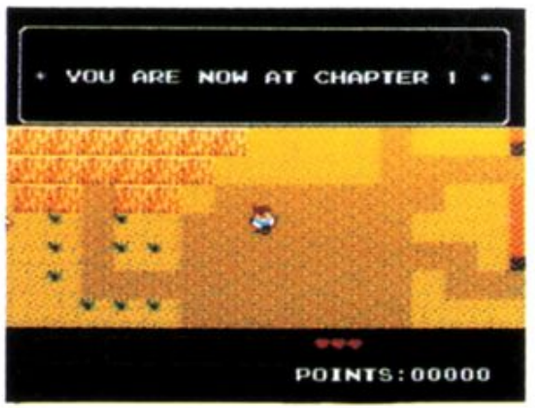


Moves Mike /Sub-C

TALK☞

Checks Status

For Sub-C Submerging (You need the ID code to work the submergible system.)



*Mike can't use any weapons or items during the Travel Stage.

☞TALK

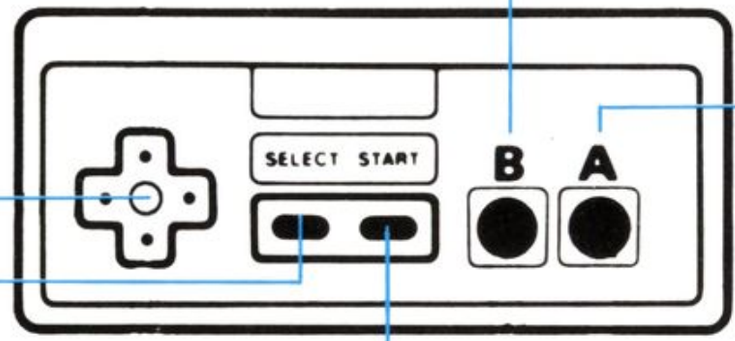
Most islanders are friendly and know who you are.
Try speaking to them.

Face a person then press the A button to bring up the person's words on the screen.
The conversation progresses by using the A button.

Arrows indicate if there is more to be said.

When Mike enters a tunnel or cave, the Battle Stage begins.

■ During the Battle Stage.



ATTACK

JUMP

Moves Mike

Use to quickly choose a new weapon without stopping the battle.

Pause/restart

Pause ☞
for choosing a weapon or using magic items

(Mike's status at Battle Stage)

Mike's energy

Basic weapon

Number of lives remaining

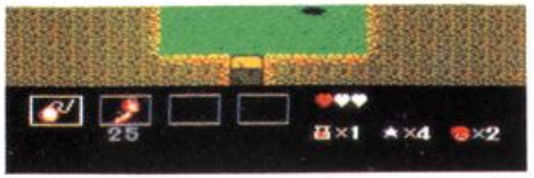
Stars

Special weapons

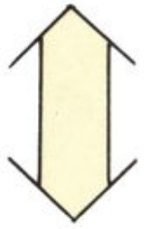
Bottles of Medicine

☞ Pause for choosing a weapon or using magic items.

- Choose a weapon
  Move the left/right Control Pad to choose any of the weapons Mike possesses.
  Press START to return to the battle.

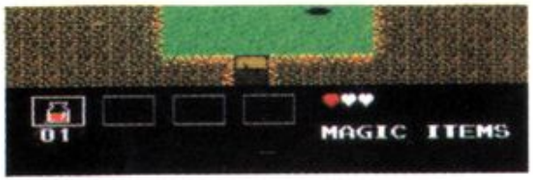


Inventory
List of weapons



Up/down
Control Pad

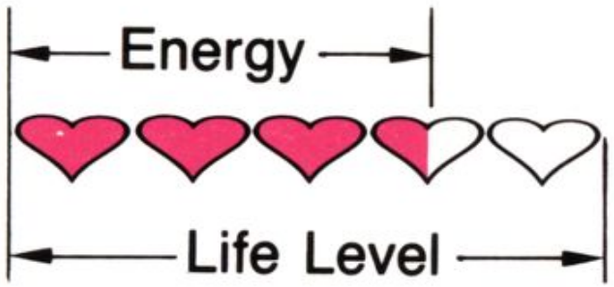
- Use magic items
  First of all, move the up/down Control Pad to switch the screen to the list of the magic items.
  Move the left/right Control Pad to choose any of the magic items.
  And press the B button to use the magic item.
  Press START for returning to the battle.



Inventory
List of magic items

■ Hearts for Mike's energy

•At the bottom of the screen, hearts appear indicating Mike's energy. When Mike is attacked by an enemy, one of these hearts turns white. If all hearts turn white, it means Mike loses a life.



The life level shows the max-capacity of Mike's energy. It will be increased, when you advance to a new chapter.

•When Mike loses a total of three lives, the game is over! You must try again from the beginning of the Battle Stage.

■ Fight enemies courageously!

- Mike starts his adventure with the basic weapon: the Island yoyo. This Island yoyo is so powerful that you can do damage to almost all of your enemies.
  However some tough monsters await you. So you need the help of special weapons or magic items, which are hidden in the underground. You'll need to find these hidden items in the Battle Stage.

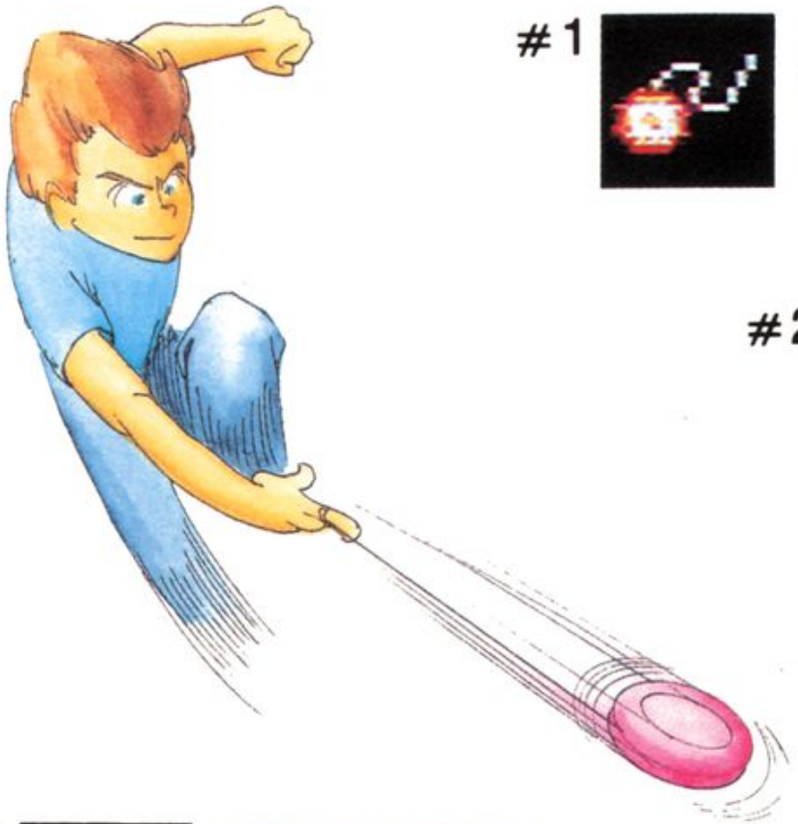
Your collected weapons and items are displayed with each icon, followed by a number indicating how many shots are left.

When you lose a life, you have to give up all of your special weapons and magic items, which you have collected.

You can't carry over any special weapons or magic items to the next Battle Stage.

Basic/Special Weapons

■ Three types of basic weapons



#1

•Island yoyo

The legendary weapon passed down from C-Island ancestors.

#2

•Shooting-star

The Queen of Shecola's powerful weapon. You must have six red hearts to be able to use it.

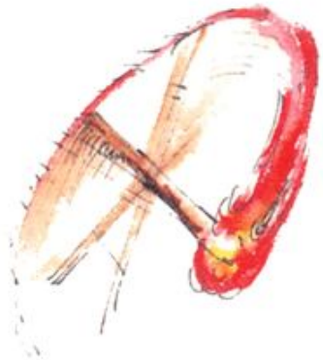
#3

•Super-nova

This weapon is only rumored to exist, and it is said that you must have eleven red hearts to use it correctly.

■ Special weapons

•Fire



•Baseball bat

•Slingshot

•Bola (Twister)

•Wonder horsehide (baseball)

Special weapons

•Miracle Mirror

•Spikes

•Asterisk (Twin cross-blades)
Press the B button to throw and press it again to split them.

And other special weapons will help you!

Magic Items

■ Beat enemies to win small hearts or stars!

•Small hearts
Each restores Mike's energy by one mark.

•Stars
Collecting a total of five stars also restores his energy by one mark.

Usefull Tips:
Reach for small hearts or stars by using the Island yoyo!

■ Try finding these hidden items!

•Big heart
Increases Mike's life level which shows the max-capacity of his energy.

•Medicine
Restores Mike's energy by five marks.

Magic Items

•Snowman Doll

•Rod of Sight

•Lantern

■ **Magic Items of temporary ability (Impossible to store for later use)**

•Stop/Slow

•Try-your-luck sign

•Anklet

•Vitamin X

And other magic items will help you!

Enemies

•Jelly
A slug with acid venom.

•Rattus
A dirty rat roaming around in the caves.

•Looper
A Snake inhabits the dark underground.

•Nocto
A quick little bat.

•C-serpent
A huge sea monster inhabits the cave of C-Island.

Enemies

•Mud-o-Fish
A tropical fish that can crawl on the ground.

•Spinistar
A mutant starfish with thorns.

•Octot
A jumpy cave dweller.

•Puff
A blowfish-like monster inhabits the water.

•Octo the Huge

•Dodo
One tough bird.

•Ninja-monkey
A winged, mutant island monkey.

•Bonehead
A mutant ostrich.

•Mad Muddy
A gummy goblin that inhabits the lava swamp.

•Magma the fierce

Enemies

•Bonedog
A skeleton canine.

•Muumu
A little slow afoot.

•Minie

•Maxie

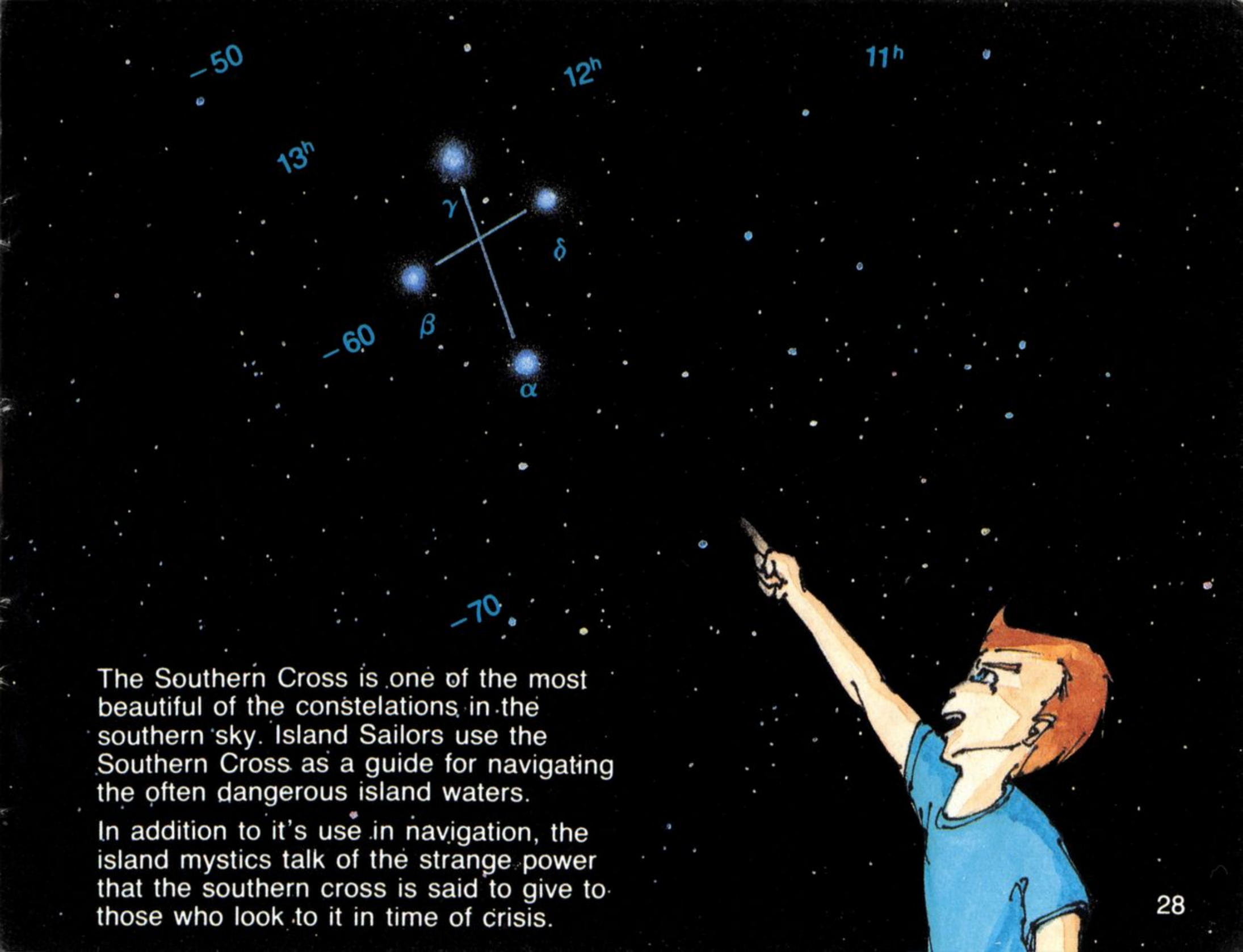
The ghosts with the most.

•Skull
A flying menace.

•Pirate Ghoul

•Mr. Armstrong
Shake hands with bad luck.

Many other enemies await you as well!



The Southern Cross is one of the most beautiful of the constelations in the southern sky. Island Sailors use the Southern Cross as a guide for navigating the often dangerous island waters.

In addition to it's use in navigation, the island mystics talk of the strange power that the southern cross is said to give to those who look to it in time of crisis.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700. Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Saturday (times subject to change.) Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 — 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Reprenterntative is unable to solve the problem by phone, he may advice you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you.(Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from sate to state.

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Note: This letter is very important so please hold onto it till the end of the game.

Nintendo

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